Abgrund v8_4

Abgrund, ein Traktat über die Logik der Menschenschaft

Abgrund, a tractatus about the logic of people-ness

Dedication

Es tut mir Leid, Sonnenblümchen.

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Citation

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paragraph: § 12 | formula: $(12.)$
or don't

Body

§1

This is the system called Abgrund $S\backslash Abgrund$ as an reexpression of the author's thoughts.
The goal given as Ⓠ is to formalize firstly a system with which any scientific fact can be described. This is done based on a theory of flow where everything can be derived and described via entities. These versatile entities must be given Ⓔ to conclude all else. So the following thesis can be announced: #about

Ⓣ Any scientific proposition can be expressed and explained using the flow. $(1.)$

§2

A weak proof is given in the following: $\textcircled{P\{}$ Any description about reality remains informative. Normative descriptions only apply to subjects derived from people's thoughts such as people's laws and ethics, nature sciences and other forms of communication.

Everything expressed is assumed to be true $\textcircled{A}\ E = true$ unless expressed otherwise nE. When some thing B is expressed then there is always some other thing H hidden. #hidden

$$\textcircled{D}\ B \implies \textcircled{A}\ B\ H \tag{2.}$$

§3

Basically one entity is written as sequence of characters and only a space $' '$ distinguishes it from the other. So any concatenation expresses one entity. Parenthesis $()$ and similar do the exception. #expression

§4

This said every entity E has some identification i which expresses only the entity in itself. The entity is a picture $\mapsto$ of some preimage.

$$\textcircled{D}\ 'preimage' \mapsto E \tag{4.1.}$$

$\textcircled{L}$ Preimages are not expressed!!(they do not mean and are not perceived blabla light perception!). This makes them ideal (unfiltered, unperceived, unmanipulated) while entities are their ideas (filtered, virtualized, simulated). Consequently the preimage denotates : the entity. #picture #preimage

$$\textcircled{C}\ E \implies 'preimage' : entity =: E \tag{4.2.}$$

§6

Note that left expressions get evaluated first. But if nothing changes there is no need for order. This holds for all comparisons like equal identity $\equiv$, equal meaning $=$ and the sole expression in itself. #order

$$\textcircled{D\ B}\ (1\ 2) \equiv (2\ 1) \tag{6.}$$

§7

An expression of a thing is its identification i which shall be used like a name. It is written in front its object's content $i('content')$. #identification An example:

$$\textcircled{E}\ Ant('nice','cute','romantic') \tag{7.}$$

§8

Objects are identified by some meta-expression property Π. Properties are assumed by some observer C to distinguish one thing from another. For this perception and memory are required. Greek capital letters may be used as placeholders. #property

$$\textcircled{D}\ \text{Property} : \Pi = C(A \subset B) \tag{8.1.}$$

Example Bee has at least three properties attributed:

$$\textcircled{E}\ ExampleBee(\Gamma, \Delta, \Omega) \tag{8.2.}$$

§9

Properties are attributed through grouping $M(\Pi)$ or attribution $M.\Pi$ and are handled as objects. But because of their meta character attributing properties does not change the idea/goal!!.
C also establishes categories based on properties as a convention. object and attributes belong to a larger picture, the concept, which by convention is simply called object. The whole system created $\forall CM$ by an observer is a view V. #view

$$\textcircled{D}\ View : V = \forall CM \tag{9.}$$

§10

Views of a system combined $\forall V$ are called a world W. #world

$$\textcircled{D}\ World : W = \forall V \tag{10.}$$

§11

Upon creation a world system is either ultimately possible or impossible. Expressions then set constraints in possible worlds or permissions in impossible worlds ('rules'). For example in Abgrund all is possible by default and expressions constrain the system. Abiding the known (expressed) rule entities are called to be behaving $\textcircled{B}$. It must be assumed that some rule is unaccounted for if behaviour does not apply. Alternatively for an ideal machine all is impossible. Feeding it with permissions - the program code - it is only capable of utilizing just that. #constraint #permission #rule #behaviour

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§12

Up until now there have mostly only been constants Z used for expressing. But constants fairly describe our dynamic world. So as it has been done with the

picture M of 'object' a picture of 'change' called the process e is defined. #process

$$Ⓓ\ !'change' \mapsto process : e \tag{12.1.}$$

By definition it is the relevant difference between two states expecting there is one.

$$Ⓓ\ (1M - 2M = e) \wedge (1M \neq 2M) \tag{12.2.}$$

§15 Path

A path is an entity formed from entities appearing in sequence, also notice the notation as range:

$$Ⓔ\ path : 1e\ 2e\ 3e\ 4e =: R(1\ 4) * e \tag{15.}$$

Of one entity all path-related entities are called a filter $F : \forall A.\ Path$. From a filter all entities of selected properties are called a phase. #phase #filter #range #path

§20

Taken all static pictures of a unicorn into account the entity received would come close to the idea of the unicorn as an activity.

$$Ⓦ\ \sum Unicorn \approx unicorn \tag{20.}$$

§16

A new entity can be formed into a union, a non-sequential combination of entities. #union

$$\odot\ union : 1e\ 2e\ 4e =: 5e$$

Entities can be formed into an intersection if entities share properties like man and Plato and so do Tom and Jerry. #intersection

$$Ⓓ\ intersection : 1e = 2e \cap 3e \tag{17.}$$

§21 Unit

Now what makes one entity be like this and not like that could not be explained sufficiently. As a fallback units $Ⓒ\ !U$ are required. A unit U acts like an identity i but instead is not unique. Only entities of the same unit should interact with each other.

$$Ⓔ\ U(1)e\ U(1)e\ U(2)e = U(1)E^1\ U(2)e \tag{21.}$$

Coupled with an identity we can write iUE. #unit

§23

Generally the degree G can be applied to any entity E^G. If pictures of different degrees are processed with each other they behave differently than those of the same degree even if they have the exact same unit. #degree

$$\textcircled{E}\ 2^1 + 3^1 \neq 2^2 + 3^2 \tag{23.1.}$$

A more classical explanation of the same process of different degrees ($+, \times, \uparrow$):

$$\textcircled{E}\ 2 + 3 = 5 \neq 2 +^2 3 = 6 \neq 2 +^3 3 = 8 \tag{23.2}$$

§24

It is fact that some expression only explains its what-meaning but not its how-meaning. This is also done through with degrees. While expressing the how-meaning it gains its own what-meaning, another how-meaning must be expressed to explain the previously expressed. Think of a static object as zeroth degree, it can be explained through the way it behaves. Behaviour as a process is first degree, it can be explained through the way it relates. Relation is second degree, it can be explained through the way the relations relate and so on. A rule is the objectified relation. #quiddity #hypokeimenon #knowledge-of #what #how #propositional-calculus

§29

Even more determinism must be revised though. Firstly with degrees of objects / processes of all degrees create a new category, the entity E is introduced. #entity

$$\textcircled{D}\ Entity :\leftrightarrow (\forall e^0(M)\ \forall e^1\ \forall e^2 \dots) \tag{29.}$$

§30

Secondly for all entities the existence's truth-being depends on certain rules. If exactly one possible outcome of an entity is possible then the entity's existence is sufficient $= 1$. Sometimes it is not ≤ 1, the rules are only satisfactory for some of its parts as it is with proposition's information value.
The satisfying parts so called choices altogether represent the entity's field F in a probability distribution. #field

$$\textcircled{D}\ FE := \forall Choices \tag{30.}$$

§47

Some entities only appear at certain degrees while others are being 'occasional' (appearance depends on higher degrees) as different cases of absence.

#occasional This is also represented in their field. These must be spanning across multiple degrees in order to be perceived by people but be ruled in another. #multi_degree

§31

In a field the definite existence of an entity is always given but its properties may not be satisfactory. The fulfilled picture can be evoked if some rules are changed. These rules are not bound to be binary constraining or permissioning anymore. One rule may be both to different entities. Also worlds see their binary property of possible or impossible become fluent. #more changes on determinism

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§26

All expressions can be taken to be goal-driven or at least -oriented. A goal $\textcircled{G}$ is to be chosen for which information is insufficient. Propositions $\Pi := (1\Pi\ 2\Pi\ 3\Pi \dots)$ are steps leading to the goal $Z := (1\Pi\ 2\Pi\ 3\Pi \dots)$. They are assumed entities like any other property but several attributions at once. #goal

$$\textcircled{D} \sum \Pi = Z \tag{26.}$$

§27

Propositions are those entities that have an influence on the outcome of a goal. Generally that a proposition is influential at all can be expressed with the process 'influence' e and its approach towards Z. The influence depends only on the entity's rules. #influence

$$\textcircled{A}\, \Pi\ e = Z \tag{27.}$$

§28

The **effect** is then either influencing towards $+e$ or away $-e$ from the goal. **Affect** $\pm a$ is influence on not-goal entities. Either attributed implies meaning by definition. Despite the causation there is no scalar needed off influence; either it triggers ($\pm$) or does not. An entitiy's meaning is therefore it doing influence: what is observed of an entity is irrelevant. #influencetheorem #meaning ->More on influence theorem

$$\textcircled{D}\, \Pi\ \pm e \to A \tag{28.}$$

$\textcircled{U}$ We are obsessed with values. It goes so far that we make statistics out of everything.

§32
Lastly these rules imply that not just whole formulae but also propositions $\forall E$ themselves are modality bound. Modality means that an expression has second degree knowledge attached (meta-expression). Some are global - valid across the system and all publications and local - only valid in the current document. Here some summary: there exists the fulfilled, global existence - law $\textcircled{L}$ which **must** hold when expressed.
The rest are only satisfactory but global: the definition $\textcircled{D}$ **should** apply, the convention $\textcircled{C}$ **may** apply. **Must not** cancels the expression. And for the purpose of the current work these local rules are set: the hypothesis $\textcircled{H}$ for which the fulfilled existence must be proven, the supposition $\textcircled{S}$ **shall** apply, the assumption $\textcircled{A}$ **could** apply so far for constraining systems. Permissioning systems include **might** as !!, **can** as supposition and again **must/not** as law and cancellation.
Given those, triggers become instead influences inducing more diverse rules. #modality #necessity

§33
Goals are set by Observers as means of desire and deflection of pain, hence achieving them is a goal in itself. So in order to gain information propositions are studied using some method or outline $\textcircled{M}$ until they comply with the goal approximately $l(Z)$. If with the given propositions a method is known to generate certain properties then this method could be part of the method toward the goal. Known methods can uneffect each other which can be solved using different methods. #method Alternatively the goal is to be lowered. Through reduction certain output properties can be silenced leading to a less directed method to be use. Refinement for efficiency and quality design may follow thereafter. $\textcircled{E}$ It is known that hydrogen and oxygen form water, so in order to create a solution, here the goal, this approach could be used given H, O and S. Given any input known possible methods can be combined to output the known goal's properties without the need for further investigations.
In general during the process of investigation previously sufficient entities $\Pi = 1$ might have to be revised $\Pi := \Pi < 1$ or declared unrelated $e \to a$. While progressing the sufficient and related propositions build up a web of propositions 'facts' $+\Pi$ which make approaching the goal easier. #goaltheory #will #linearequation

§34
Induction $l(E\,I)$, $E := I$ and deduction $l(E\,O)$, $E =: O$ are such methods to approach a goal. #limit These limits create boundaries of meaning which are

not part of the goal but of its neighbor from the direction the proposition lies. Limits in themselves can not be expressed but as contrast of two entities. The contrast is the difference between entities expressed as property, behaviour, etc..

$$l('Goal'\ 'Direction') \tag{34.}$$

§35
If obtaining a goal is not possible the observer's boundaries do not include the goal. This may be due to insufficient permissions or too strong constraints of either propositions or goals. Adding more rules can lead to both more or less sufficiency independently of the world (possible, impossible, non-binaries) or rule type.

§51
Abstractly §33 can be expressed with a formalism. Prerequisite are known properties of a goal $Z\Pi$, some input propositions Π and previously established methods (possible combinations) for the input propositions $M\Pi$. For small stepped setting of goals a random combination of methods will establish the wanted goal properties. A step-by-step process of methods is found.
#propertycalculationformalism #ai

$$\textcircled{I}\ (1\Pi\ 2\Pi\ \ldots) =: \Pi \tag{51.1.}$$

$$\textcircled{I}\ M\Pi\ Z\Pi \tag{51.2.}$$

$$\textcircled{X}\ e(\Pi\ M\Pi) = Z\Pi \tag{51.3.}$$

$$\textcircled{O}\ M\Pi \tag{51.4.}$$

§36
Compatibilation is the process of forcing compatibility. Entities are solely created to comply with some ideal picture, a collection of properties. A is not A because A is A but because A is part of the same pattern that A is part of!

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n

§36
Typical functions needed to express reality are bound by the functions of people's brains, some of which are:

- Creation of pictures &

- Differentiation of parts as groups via properties &
- Categorization into drawers
- Sameness and neurological closeness by connection
- Formation of one to another while keeping its identity
- Evaluation as needs &
- Refinement of views/knowledge map and many more
  These helpers are trained (strong) neuro-functions n and were inherited because they ensured survival and then by use became more efficient overall $+efficient \leftrightarrow +survival$. They also define logic through experience as another means to describe what to expect in a common sense. But in a world where expectancy is not comprehensible and things only do what they ought to do, it would be better to think of a flow - a goal-less endeavor. #sum3 #principle_theory

§37

Additionally with neuro-functions any existing formalism, concept or calculus etc. should be expressible by its original author at some point in time. Although to publish a comprehensive, fuzzy list of functions is up to its experts, specialized environments will induce new functions and some phenomena will never be tangible through chaining or natural mutation. Maybe there will be a limit reached when people's kind knows that biology is not sufficient enough to grasp the next phenomena in line... #neuro-function

Ⓤ And they are trained through reading, hearing, etc. some might not even exists v

§38

Can neuro-function-based 'logical' behaviour be predicted? Take any proposition Π and survey people if

1. if the proposition makes sense and
2. what a 'logical' consequence might be
   More frequent answers 'prominent' and less frequent 'fringe' answers will come up. Those answers themselves surveyed might resolve into a very different outcome, where some prominence becomes fringe and fringe propositions become more prominent answers. #prediction #logic

§39

One possibility to further last our survival is to keep using expectancy models to reduce complex systems to patterns and refine them over time increasing knowledge, making out dangers and controlling them or

reducing dependency on I (medical advancements) and O (genetic engineering of crops). The second approach would be to accept faith and keep on living and enjoying nature or suicide. And the last possibility - overcoming brain functionality - for which any proposition seems hardly sufficient. Although there are ways to express in a lossless compression instead of reducing it to patterns but none found are sufficiently valuable.
Ⓦ Look up HapMap. #survival

Post

Ⓖ Proposition: Overcoming the brain's function. (38.1.)

Ⓠ Where does information for integration begin and end? (38.2.)

§40
This again leads back to the previous problem that this time information is not reduced but selected for a purpose. The target system would end up as incomplete as before. #selection

Ⓠ Why even bother if nature were to complex to be completely expressed? (39.)

Is it? What does the people's mind gain from knowing what a people's mind may know? Knowing the limit may be a strong proposition to overcome exactly that. How far can the mind reach?
Given those principles it is generally assumed that they are the most 'capable' in the whole world W. That would make the people be the most able experiencers available: most principles that hold for other animals, organisms, objects also should hold for people. People are able to simulate the principles used by mice, plants, rocks and atoms (if any) if needed. This leads to a more complete picture of Z, also setting some first limits to n which could then be overcome through the use of tools. The world limit $l(WZ)$ of understanding will be reached until new forms of existence's functions can be consumed. Then either time runs out or there is nothing left for consumption making the world's growth the last opportunity to increase survival rate! #simulation

§41
The concept of units will be removed completely. They are not needed to mark which entities are able to interact with each other, because all can do as objects E^0 through processes E^1. Which themselves are explained by E^2 recursively ongoing and called rules/relations for E^0. This solves the compatibility dilemma

as everything is intertwined: E⁰ are those that be by necessity (static). There are E¹ which connect them but are somehow bound to their respective E⁰ of which all possible pictures are referred to as its field F. These choices as pictures are what can be experienced by some observer C summed up as its view V. But anything they create is bound to a goal Z and the pictures' creation depends strongly on pre-build functions n that represent parts of V on a lower layer L in a compressed manner ('virtualization'). And although it is possible to ascribe this concept onto any part of the flow, the flow itself can be described by it. The flow is only a satisfactory entity: some rules E^2 make some process E^1 and others do not. This all is known fact and stands on solid ground. Further ideas however remain uncertain in the sciences while requiring more sufficiency of neighboring disciplines. So from here on out statements are not informative but fictional. #sum4

§42

Not explained yet is the layer of originality L. If the real existed Ⓒ $L = 0$ then the first picture made of its I would be on a lower layer $L = -1$, in its O higher $L = 1$. Ⓔ The structure of a molecule made of beads is a higher layer representation. #layer For each expression on a layer a single variable suffices, from layer to layer however using those different layer variables they must be adapted to the change in system. This is why a translation of one metric to another depends on the change of systems viewed. #metric

$$Ⓓ\ |Metric_{Layer_1} - Metric_{Layer_2}| = |System_{Layer_1} - System_{Layer_2}| \qquad (42.1.)$$

Which has lead to the representation of higher level metrics as lower level metrics and a lot of work in translation. One might ask himself why to represent in a different metric in the first place and if the increase in calculatory effort is necessary.

$$Ⓘ\ \text{How sufficient can a lower/higher layer representation get?} \qquad (42.2.)$$

Ⓔ Even if every star would be matched perfectly in a virtualization of atoms then its higher layer structure would be uncontrolled and wrongly influencing its configuration. Hence virtualization only works if all layers are controlled. #virtualization

§43

Neuro-functions, they adhere to the rules of our inner structure. No wonder that mathematical principles are based on the very same logic! The wider mathematical concepts range, the more neuro-functions have been expressed in language. They are the ideas on which then further 'discoveries' are based. Or at

least from which logical deduction follows: the ascription of values into laws that hold for concept ideas! The question is why they work so well in practice / in preimage simulations because they are made to fit in. In contrast to virtualization the preimage is not recreated but ruled. Therefore the observed is assumed to be true but only perceived in parts. So even if people do not observe the complete preimage some of the information received should be partly correct.

$$\textcircled{T}\ \text{Mathematics is the expression of trained neuro-functions.} \tag{43.}$$

§44

Differences in V do not just depend on available n but the overall setting of degree. For each entity every entity viewed has different properties. The purpose of communication is to adapt to 'sync' (and distance from) $\rightharpoonup$ views / goals. #sync

$$\textcircled{S}\ ZE := 1V\ \rightharpoonup\ 2V \tag{44.}$$

§45

Expressions $E()$ may be 'silenced' if they are of no use and hidden H and 'announced' if pulled back into expression. Given this the 'absence' is announced: unlike the negation process $n()$ which expresses something but the expressed itself - the 'freedom', the complete absence of the expressed $\not{E}$ - 'annihilation'.

$$\textcircled{T}\ 1E(2E)\ \cancel{1E} = \cancel{2E} \tag{45.1.}$$

Furthermore there are expressions that express nothing but their identity $i()$, they have no meaning $\varnothing$.

$$\textcircled{T}\ l() = \varnothing \tag{45.2.}$$

There are expressions that do not express $E()$ and there are those that negate the meaning $-()$ 'negation', where for both the understanding is rather unconventional. Upon this any property like meaning or freedom can be 'nulled', a soft annihilation.

$$\textcircled{T}\ (E\ -E) \approx 0 \tag{45.3.}$$

While we are aware of the power of negation others have not found use in our daily duties. Those absences are simple in terms of expressing them, yet combining them reveal interesting propositions:

$$ \textcircled{T}\; pn(E) = E() \tag{45.4.} $$

And also the freedom of some annihilated expression $n(\not{E})$ means that E is everything as the only existence. #absence #no_paradox

§46

All of the aforementioned absences can be further refined like any other proposition: in 45.3. the meaning is negated but it does not always cancel out into the empty value. By definition some meanings may not be invertible as they do not have a counterpart or they have several (abscissa with n directions from the origin).

§48

How $G+1$ entities relate is expressed with its relation's kind Я. Mirrored letters are used as placeholders. #commutative #associative #distributive

$$ each\ with\ each : \text{ə}((1\ 2)\ 3) = 13\ 23 \tag{48.1.} $$

$$ all : \forall \tag{48.2.} $$

$$ at\ least\ one : \exists \tag{48.3.} $$

⅄ΛԀ⅁ℲƎᗡƆ∀ ʎʍɹɯʞᴉɥƃɟǝɔɐ ƧᴚԀИ˥ ʎuƨǝɒ #relationkind

§50

The relation $r(\ )$ is some processed difference between the members.

$$ \textcircled{D}\; r(5E\ 6E) := 5E \in B - 6E \in B \tag{50.1.} $$

For relations a focused entity A is needed - then the relations are expressed from A's point of view. As an example every thing could have an outer $O \backslash A$ and an inner part $A \backslash I$ more generally called the Setting $Setting \backslash E$ and Configuration $E \backslash Configuration$ of the thing.

Relation entities for E are of next degree. Which means that any next degree can be invoked by processing, becoming the expression's relation. Which then means that at least zeroth and first degree are ontologically mandatory.

$$ \textcircled{E}\; r(E^G\ E^G) = E^{G+1} \tag{50.2.} $$

For differences relations lower case Greek letters are used. Some of which are children πE, parents γE or acquaintances αE. Abgrund shall be the l(parent) of all that is expressed:

$$ \textcircled{S}\; Abgrund = \gamma \forall E \tag{50.3.} $$

Others include the difference over the origin (same as union of both) for non-equal units. The relation meant between entities (valency, number of

connections, direction) is up to its observer and should be explained in the next degree. #relation

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Aside

More on digits

1, 2, 3, 4 are ordinals: they describe order as identity. 5, 6, 7, 8 are not order bound as identity. 0 is used in any of the two for absents and the overclock as in the decimal 10. 9 (equivalent to ∞) is the last object.

$$Ⓔ\ Ordinal : 1( )$$

$$Ⓔ\ Cardinal : 1$$

When expressing cardinals or values any digits N can be used in a classical way if a base is given $NB( )$. #base

$$Ⓔ\ 2B(10) + 10B(20) = 10B(22)$$

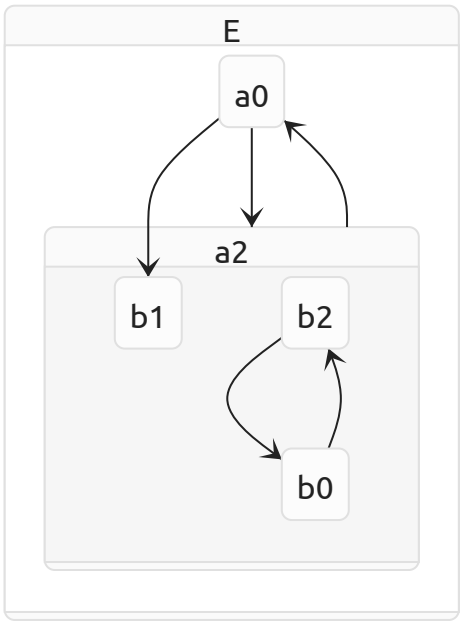
Repetitions $p( )$ are useful in concatenations of expressions.

$$Ⓓ\ 3\backslash p3 \approx \sqrt{10}$$

If units do not match up but the entities do interact then the unit should be formatted by deduction or induction until they match: a sand grain interacts with the wind although they do not have any unit in common but through deduction we find that they have particles in common which collide and interact with each other.

More on influence theorem

Given is some activity E. E is either not-satisfied $a0$ or oversatisfied $a2$.
$a2$ is made of a Quantity Q which itself is either not-satisfied $b0$ or oversatisfied $b2$. $b0$ and $b2$ are attracted to become a third state: satisfied $b1$. $b1$ can not be accomplished through processing in $a2$ but through some external process like $a0$. #advancedinfluencetheorem



The process between $b0$ and $b2$ is driven by the process $a2$...
Multiproposition influence on multiple goals:

$$\begin{bmatrix} a \\ b \end{bmatrix} \pm e \mapsto \begin{bmatrix} c \\ d \end{bmatrix}$$

More on Pictures

pictures need a space in order to describe it physically. concreticize rel using expressions as images
Looking at a thing in nature always makes me wonder what it would be like if my perception of it had been unbiased by senses etc.. This actually real thing (although making it a thing is also biasing) is called a preimage because its existence may be independent of us creating the image but unformed (see more on superstates). #real
States of a object (or a whole system) can be expressed as pictures. Similarly the difference between two pictures remains 'change'. $\textcircled{\}P}$ End of Proof

More on Meta

$\textcircled{L}$, $\textcircled{Assertion}$: Proofless truth
$\textcircled{R}$, $\textcircled{Re}$, $\textcircled{Reminder}$: remind of ...
$\textcircled{W}$, $\textcircled{Who}$, $\textcircled{What}$, $\textcircled{Where}$, . . .: lists reference to external sources, appendices etc.
$\textcircled{X}$, $\textcircled{Step}$: next 'work-' step
$\textcircled{Y}$, $\textcircled{Conclusion}$: merge of part-results
$\textcircled{Z}$, $\textcircled{Result}$: output a wanted output
$\textcircled{\Theta}$: Theorem

$\textcircled{\theta}$: Lemma
Using this or some similar idea of meta a big blob of a general, systematic knowledge map may emerge where from one starting system through copying and refinement the path to truth is explored. $\textit{Blobs}$ can easily be extracted by algorithms and added to ontologies or other maps. The next one to cite this shall only need to mention the author-name and the formula/paragraph number. Looking forward an author would refine its own work, continuing the identification numbers were they left off (the next publication would start with §52.).

Last thing to do is Kopimi and refine!

About the author

Like anyone actually reads this paragraph. Don't you have anything better to do? Mind telling me the reason for your free time? Are you perhaps getting paid to much? No, seriously if you are reading even this bs than you should check your Rolex. It's damn late! I'm glad to have wasted your precious life. But as a gift for my curious fan I'll tell you a little about myself:
Fuck you!

Up2U

- implementation for modeling/simulation (syntax is chosen by intuition not by functional use, change that)
- use in native language
- dont use latin letters
- use pictograms

Up2Me

All done, peaches!
better modality
i dont want this - the anti goal Z^{-1}, there are no goals on E^0
E are a mandatory existence but because we can describe them another E^1 must also exist
next grade becomes meta
compatibilitation
expression is a must

notating is convention
natural regulation